

Determine topology of skelety. 300

Determine where motion will occur 302

Construct various components of 304

Skeledon from established parts

Position skeleton over digital image 306

Prepare digital image. 308

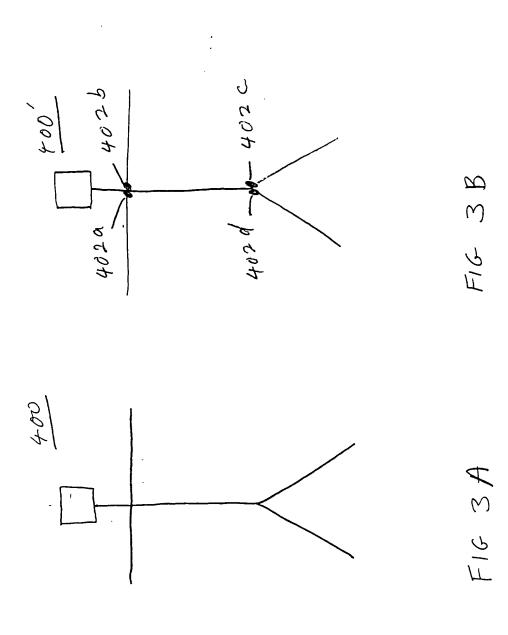
Adjust skeleton polameters to surround the desired 310

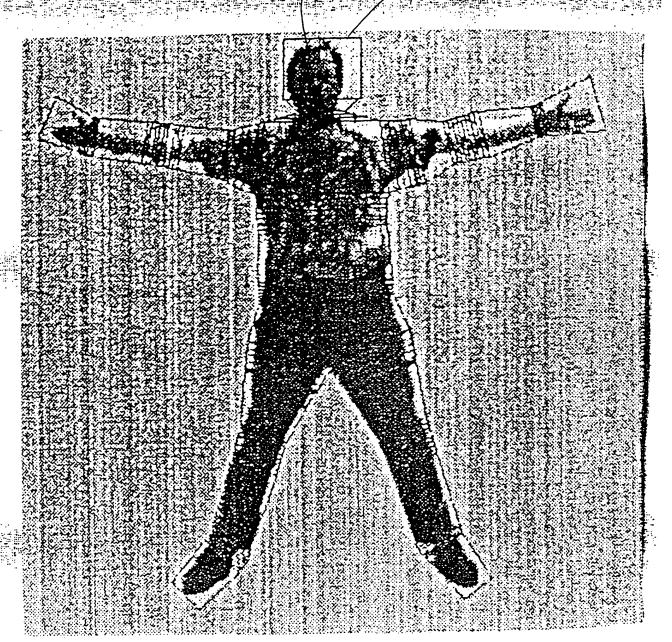
object in the digital image

Laminate texture maps to 312

Skeleton

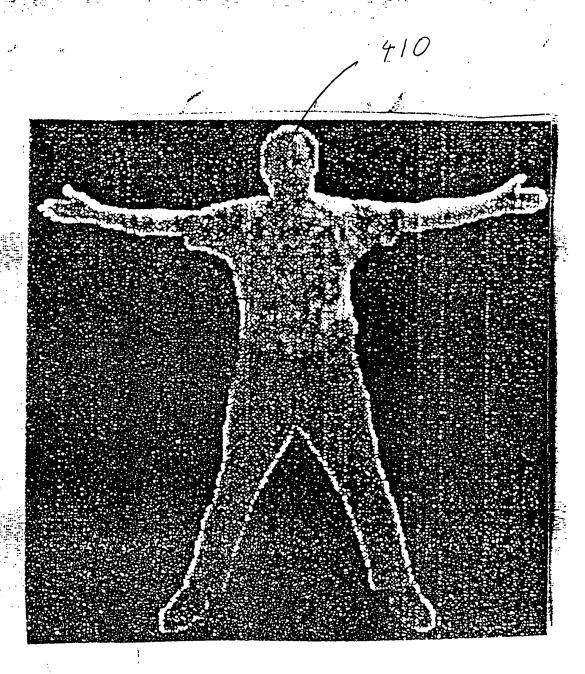
F16 2



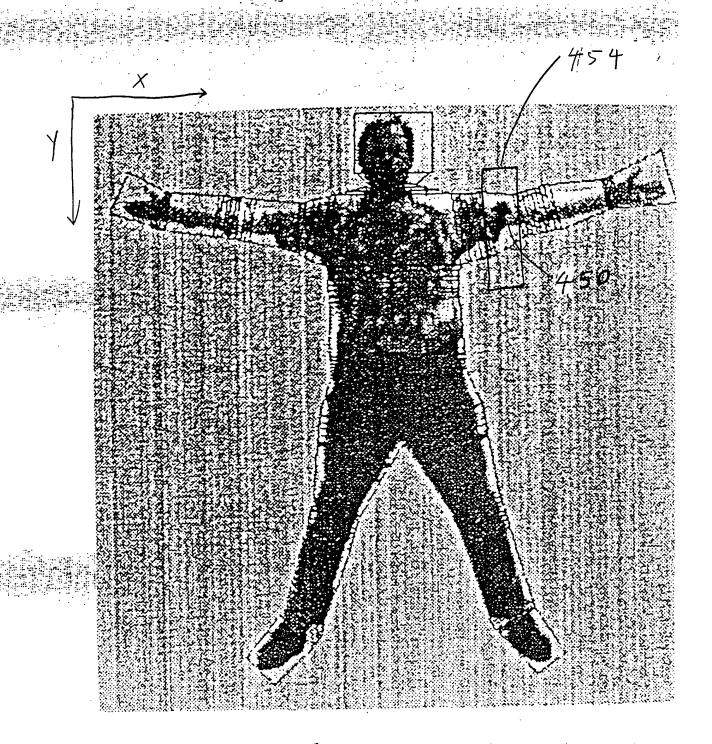


1F16-3D

and the state of t



F1G 3E



F16.3F

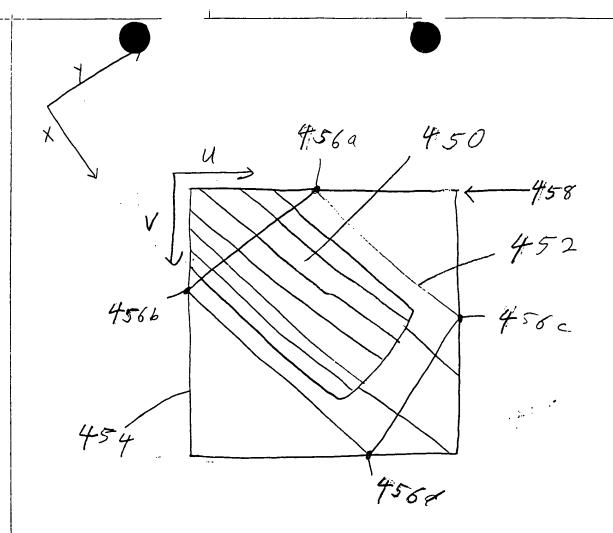


FIG. BG



F16 4

transmit data over a network
related to the generation of a 600
personal character, wherein the
data related to the generation of
the personal character is no longer
transmitted once the object is
generated

transmitting data related to an animation of the personal character

F165

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